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The AVALON HILL

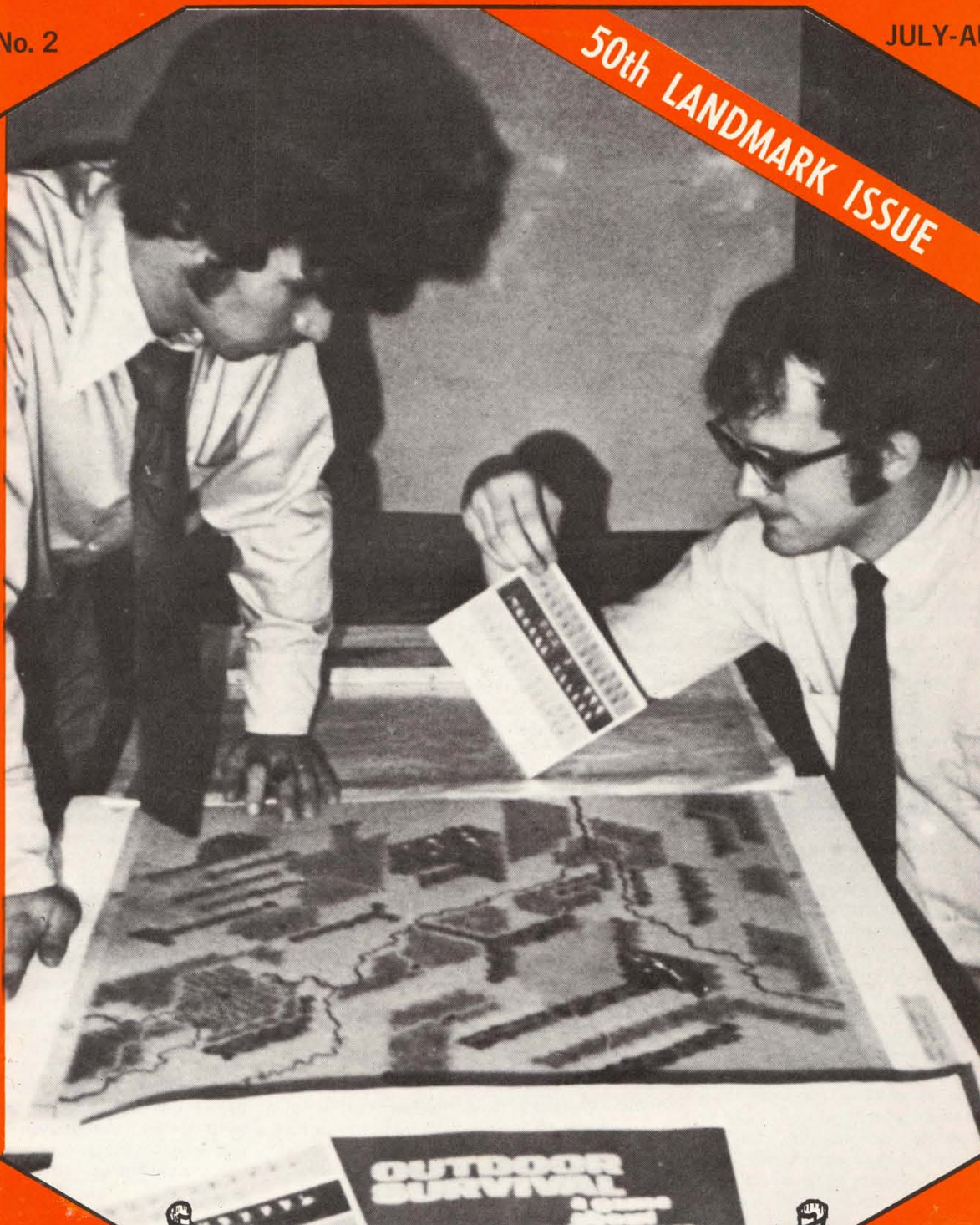
GENERAL

Publication Office: 4517 Harford Road, Baltimore, Maryland 21214

VOL. 9, No. 2

JULY-AUG 1972

50th LANDMARK ISSUE



\$1.00 PER ISSUE

New Staff-New Game-New Marketing

FULL YEAR \$4.98

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The AVALON HILL **GENERAL**

... a losing venture published bi-monthly pretty close to the middle of January, March, May, July, September, and November. The General is published by The Avalon Hill Company almost solely for the cultural edification of the serious game aficionado. It helps sell our merchandise, too.

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Typesetting: Colonial Composition

Printing: Monarch Office Services, Inc.

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COVER STORY

The two newest additions to the Avalon Hill staff are shown pouring over a soon-to-be released Avalon Hill title in one of their frequent playtest sessions. Don Greenwood (on the right) comes to Avalon Hill after five years as publisher of PANZERFAUST magazine to assume the duties of Research & Design Director. In addition, he will apply his expertise in the publishing field to the editing of the GENERAL.

Randy Reed, on the other hand, has been promoted from a Question & Answer man to full time designer on the Avalon Hill staff. Known high and wide as an excellent gamesman, Mr. Reed is well versed in what it takes to make a good game and can be relied upon for blending just the right amount of those age-old imponderables; playability and complexity (alias, realism) in future Avalon Hill releases. Both men come to A.H. after more than a dozen years in the ranks of the "hard corps" and should make a creditable addition to the Avalon Hill team.

(continued page 3)

Avalon Hill Philosophy - Part 34

ORIGINS: GOOD GAME, BAD HISTORY???

by J. E. Pournelle

(with editorial reply by James F. Dunnigan)

Whenever we release a new title a virtual flood (well, a small trickle anyway) of review copies are sent out to our staff of leading authorities for their perusal. Frequently, this results in a confrontation between the authority and the designer in question. After all, simulation games are based on history and despite the best efforts of historians, history is not an exact science. Thus, differences in viewpoint on a particular subject are not all that uncommon. Such is the case here where Dr. J. E. Pournelle blasts James Dunnigan for his historical commentary on ORIGINS OF WORLD WAR II. Not being an outfit which hides its mistakes, if indeed they are mistakes, we reproduce the Pournelle critique below with Dunnigan's comments in italics.

George Bernard Shaw was often accused of writing a play so that he could write a preface to it. ORIGINS OF WORLD WAR II appears to be a game designed so that Dunnigan could write Designer's Notes. It is obviously designed to promulgate a particular view of history. (Is there such a thing as "objective" history? The phrase itself is a contradiction in terms.)

We may fairly start with this statement: as a game, ORIGINS is quite playable and can be fun when there are five players and none want to be subordinate members of a team. (That's the whole point of ORIGINS.) ORIGINS combines many of the features of RISK and DIPLOMACY to make a game which is worth playing a few times; whether it is sufficiently complex to hold a wargamer's interest for long is another question. Probably it isn't, (You have no proof of this and the continued success of DIPLOMACY would seem to contradict this view.) but then ORIGINS wasn't designed for the wargamer trade. (But it was.) Unless I miss my guess, (You have.) Avalon Hill intends to sell ORIGINS to schools as a "classroom game." The instructions state that this is its purpose, and I believe it. (You seem to believe only what you feel convenient.)

As a classroom game presumably intended to teach something about the real world, ORIGINS is a propaganda device. In my judgement it distorts history. (Show me a piece of history that doesn't?)

The "Designer's Notes" purport to be an historical analysis from early Roman times to the present, but are so short and selective that they could hardly be anything but propaganda (You equate conciseness with propaganda.); actually, the document is an essay in support of the peculiar rules Dunnigan has built into the game. (Really?) It is so thoroughly wrong on so many basic points that it would take an essay far longer than the "Notes" just to point out its errors.

For example: Dunnigan says of Italy that "because of its Nazi-like government Germany did not have to go out of its way to obtain her Allegiance." Furthermore, he says, Italy had little diplomatic "Clout" and thus can be ignored.

In fact, Mussolini's government in Italy was conservative, right wing if you like. It made few fundamental changes in the ruling class structure of Italy, and to the extent that it did make such changes, they were to strengthen the middle classes (that's called classical Liberalism) at the expense of the old aristocrats. Vilfredo Pareto, not Houston Chamberlain, was the "Morning Star of Facism." To call this government "Nazi-like" is to destroy intellectual distinctions and render analysis impossible. By contrast, the National Socialist Worker's Party (NDSAP or Nazi) of Germany was revolutionary, not conservative. It looked to a race and folkish mystique for inspiration. It sought to destroy the traditional ruling class of Germany, not for the benefit of the bourgeoisie but for a brotherhood of dedicated party members. Whereas Mussolini strengthened private ownership, Hitler made owners state employees subject to a fine mesh of regulations. Whereas Mussolini negotiated a Concordat with the Pope and proudly claimed to have regularized Italy's relationship with the Vatican after seventy years, Hitler sought to destroy the Church utterly and even drafted priests, both Lutheran and Catholic. Italian opposition prevented German conquest of Austria for years. (This is the only effect Italy could have on the game, the rest is bull, and erroneous bull at that.) We could go on for pages about the differences between Italy and the Nazi regime, but it would be pointless. However, it has taken half a page to deal with one statement by Dunnigan; to analyze all his errors and demonstrate their false points would take a book, which I'm not going to write and Avalon Hill isn't going to publish.

Dunnigan leaves out some significant events in his "Chronology." He conveniently neglects the fact that Chamberlain had got some iron in his spine and mobilized the Fleet prior to the Munich Conference. He describes the Roosevelt telegram with the innocuous phrase "plea for moderation." In fact, Roosevelt sent telegrams pleading for negotiations and no fighting to all the heads of state of Europe, including the Pope. Since there was nothing to negotiate — either Hitler got part of Czechoslovakia or he didn't — the message was plain. The United States wasn't going to get involved even as the "arsenal of democracy." (This is hindsight, the U.S.A.'s role was less understood and more portentous at the time.)

He leaves out the strong Communist support of the Nazi party. In fact, the Nazis were in large part financed by the Communists on instruction from Moscow, probably on the theory that the

Nazis would create chaos to the benefit of the Communists. The reason that the Nazis and Communists were such bitter enemies is not that they were poles apart; it is that they were so much alike. Brown Fascism and Red Fascism, someone has called them; but it would be better to speak of Red and Brown Communists. (*By 1935 the German Communist Party was no longer supporting the Nazis in any way.*)

Perhaps most importantly, Dunnigan leaves out the Oxford Declaration in which British youth solemnly swore that they would never fight for King and Country. Now it is true that a few years later these same young men flew the Hurricanes and Spitfires that destroyed the *Luftwaffe*; but the Oxford Declaration convinced Hitler that Britain would *never* fight, and thus allowed him the delusion that he could continue to collect territories all over Europe. (*That was Hitler's error, if indeed he made it, as the Nazi player you don't have to make his mistake. Are you suggesting that Hitler was trying to avoid a war?*) In the game, Germany must CONTROL many territories in order to collect points and "win"; but this requirement is imposed by Dunnigan, not by history. (*Who is history then? Me, you or a third party?*) Germany could have "won" with far smaller ambitions and objectives than those actually adopted by Hitler. It is only because he was sure he could obtain them without war that he went after them (*If Germany wins with 15 points or less there is no war. Same thing, right?*) and it was U.S. isolationism and British pacifism that so convinced him. (*Convinced you, it would appear.*)

The German General Staff had different ideas. They were terrified of war, particularly of war on two fronts. They knew there was no chance whatever of winning against Britain, France and Russia, certainly not if the U.S. was also involved. So convinced were they that during the Czech Crisis German soldiers surrounded the Chancellory with orders to arrest Hitler. Then came the Roosevelt telegram. The iron drained from Chamberlain's spine. And when it was finished, the Generals who had opposed Hitler found that there was not war after all, and an objective of German (*Perhaps you mean Prussian?*) statecraft since the time of Frederick the Great, namely the incorporation of German Sudetenland — remember the self-determination principle we fought WW I over? — had been accomplished.

Earlier, the Generals were so afraid of war that the Wehrmacht marched into the Rhineland without ammunition. A handful of cartridges fired by the occupation forces might have thrown Hitler from power and certainly would have reduced his abilities in the diplomatic field. (*There were no occupation forces.*) This too, is conveniently left out of Dunnigan's analysis. (*No, it was not. Look at the Game. The other players can resist German occupation.*)

His bibliography is a bit short. It is interesting to note that although Dunnigan takes pains to point out that Churchill's history is biased, he makes no comment about the source on which he so obviously relied for nearly everything he has said in his essay: Shirer's *RISE AND FALL OF*

THE THIRD REICH, which as history is laughable. (*No, A.J.P. Taylor was the "main" source if one could be named.*)

For readers who want to see a bit more about what happened in Germany prior to the war, I recommend Eugene Davidson, *THE TRAIL OF THE GERMANS* and *DEATH AND LIFE OF GERMANY*. Neither are very pretty books, nor are they very easy reading; but they do tell a more complete story about what really went on. (*According to the version you wish people to believe.*)

While we are on the subject of omissions, I note that Dunnigan's chronology gives nothing about the Nazi-Communist, or German-Russian "non-aggression" pact other than the bare fact that it was signed on August 23, 1939. Yet this deal between the Nazis and Communists was the key event leading to war; without it Hitler dared not attack Poland. Also, though Dunnigan fails to note it in his chronology, Stalin got quite a lot more of Poland than Germany; got the Baltic States as well; and gave Hitler rather a lot of military and diplomatic help. Presumably that isn't worth recording. (*It's all in the game. Look at the National Objectives and rules.*)

We could continue at great length, but to no purpose. (*Agreed.*) It has been my intent to show that the Dunnigan essay, presumably designed as part of a history lesson for a classroom game, is rather selective and gives only a partial "understanding" of the real world, if it does that much.

Unfortunately, the assumptions of the essay are built into the game. The country objectives are colored by Dunnigan's view of what national policy was — in some cases — or ought to have been in others. The real world and the "ought to" world are so thoroughly mixed that you can't separate them.

Thus, while *ORIGINS* is amusing as a game — quite playable, really, and if you like *RISK* or *DIPLOMACY*, then you'll like *ORIGINS* — as a history lesson, it is counter-productive. Or so I say; and I must apologize for, in this short space, over-simplifying quite as much as did Dunnigan. My excuse is that I don't have a booklet length to work with, nor am I being paid to do this... (*Those who can, do. Those who can't criticize. Do a better game than ORIGINS, or better yet, redesign it to fit your own Weltanschauung. The game was designed with that possibility in mind.*)

As if that wasn't enough excitement, we now allow Mr. Dunnigan his chance for a more complete rebuttal. Let it not be said that Avalon Hill plays down controversy.

In general, the Pournelle critique is full of... I ignored those parts of it which did not concern the game. In some of these areas he falls flat on his face. To be more specific:

Why is Mussolini's corporation system less revolutionary than Hitler's set up? Both practiced a form of socialism which, while differing in certain details which could be attributed to national characteristics, had essentially the same effect. Krupp made enormous profits during the war, as did many Italian firms. He doesn't go into detail, which is just as well as both of our arguments would only confuse all but the most erudite historians.

Item: Sudetenland was NOT a "World problem" until 1919. Before that it was in German Austria.

Item: Pournelle suggests that Hitler did not want war, yet Ciano's diary indicates that Mussolini got blasted for engineering Munich.

Item: The Winter War was after Sept. 1, 1939!

The list is longer, but I can't see any point in plugging away at a sitting duck. I suggest you pass up any further "criticism" of my work by Dr. Pournelle, I don't care to debate with someone who can't even get basic facts and dates correct.

Well readers, with all that digested, we're sure you can begin to appreciate the immense amount of research which must go into each new historical simulation. Even when the very best historians are consulted there can be differences of opinion — a fact illustrated very well by the heated exchange above.

COVER STORY — continued from page 2

The game, by the way, is *OUTDOOR SURVIVAL* and is being jointly released by Avalon Hill and Stackpole Books; leaders in the field of outdoor publications. The game, truly our finest physical quality product ever, pits 2-4 players against each other and the wilderness as they try to traverse a realistic mapboard representing 13,200 sq. miles of wilderness terrain. Admittedly not designed for the wargame nut, *OUTDOOR SURVIVAL* may nonetheless catch your fancy with one of its five action-packed situations. The pursuit scenario in particular was designed with wargamers in mind and recreates the possibility of escape from German POW camps into Switzerland. *OUTDOOR SURVIVAL* is also probably the best game in our line for solitaire play.

Look for *OUTDOOR SURVIVAL* anytime after September 1st in leading hobby and book stores. Don't order directly from us — we prefer you get it from our retailers and save the postage charge. However, if you find that Avalon Hill games are still unavailable in your area we'll be glad to send you a copy for the usual extra \$1.00 postage and handling charge. *OUTDOOR SURVIVAL* retails for \$10.00.

Double Stalingrad

by Robert Garbisch



There have been many articles, and even "new" games, based upon the German-Russian conflict, during World War II, that started with the opening powerful overture of Operation "Barbarossa," and had passed the frozen ebb-tide at the gates of Moscow, only to reach a dramatic Dante's inferno turning point at Stalingrad: the graveyard of the German 6th Army. The variant rules that are presented here represent an attempt at a more realistic "stage setting" of this historical chapter in this contested conflict of World War II. I'm sure that the research and design staff of Avalon Hill did their best in producing **Stalingrad** for the level of play-operation they were seeking for market. There is no doubt that the game **Stalingrad** has many fine features and it is within this operational play-structure that the presented variants are provided for the realistic player's challenge and interest.

The additional "Swamp" hexes, while not as dense nor in depth as the Pripet Swamp area, was in fact numerous small swamp areas, small lakes, criss-crossing streams, in short, a very unfavorable Tundra area that would limit any military unit, especially of a Corp level, from operating as effectively or efficiently as if it were located on a "clear" terrain area.

The extra railroad lines do reveal two more strategical inner Russian lines, yet avoids revealing all of the minor railroad lines, that would only encumber the game and at the same time, these minor railroad lines could not have really handled effectively the level of operation permitted by the present Railroad Bonus rules.

The Moscow Highway was not really a "highway" by European standards, but it was definitely an excellent roadway by Russian standards. Thereby, the reasons for its limited "bonus" use. In referring to "bonus" movement rules, it should be obvious to any student of the German-Russian Campaign that the railroad gauges were different between the two fighting opponents, and therefore the purpose of the "Railroad — Use & Conversion of:" rules. The hard-pressed Railway sappers, of both sides, had to repair blown-up bridges and convert the Soviet board gauge to the German standard gauge, and vice-versa, before these vital lines could be of use.

The reduced Zones of Control is quite obvious for anyone who has had to attempt unit man-

euvers in "mud & snow" weather affected terrain; especially if it were anywhere near the restrictive degree of the "Russian" winter weather of 1941 and 1942, and with the type of equipment and vehicles available then.

The use of Sub-Unit counters is basically for the increased tactical-level of operational freedom, yet avoids the tremendous number of divisional units involved, and to try and represent a more realistic means of determining the effect of Combat Unit Losses, in the adopted CRT, for a Month Turn of the time. This same degree of tactical freedom is also applicable to the areas restricted by certain Stacking Limits and Movement restrictions.

The initial placement of the Russian Reserve units is basically to reveal the lack of defensive preparedness that the High Russian Military Commanders had to obey and be restricted by Stalin's directives. In line with this state of unpreparedness, the Germans are allowed an extra turn of "Perfect Weather" for reflecting the initial speed, surprise, and degree of "blitz" style of efficiency, that the Germans had inflicted upon the Russian border defenders.

With the designated Fortress Cities, one can capture the military and political value of these cities, that the Russians were determined to defend.

In line with the powerful cast of opposing ground units, one should also involve the offensive and tactically coordinated value of the Air Units. Presented here are comparable "Attack" Air Unit factors and also the possible "neutralizing" effect of the initial Luftwaffe air strike at the unprepared Russian air bases.

The single "What if...?" situation is only one of the many potential "what ifs" factors that would have affected the campaign if a different result, order, movement, etc., had occurred. To include them all would only overload the playability level of the game and thus reduce to some degree the enjoyment of the game.

The Replacement Rates and Starting Points, for both sides, is truly more reflective of the campaign schedule of committed and involved forces.

Perhaps to some it may appear to favor one side over the other, but in any wargame, a recreated "play-balance" would only be an in-

justice and a detachment from the actual conditions that confronted the real commanders... of which you are now supposed to be "in command" of.

I'm sure that for the **Stalingrad** players, the listed variants shall do just that... by putting you "in command" of the units, prior to the raising of the curtains on this historical stage and dramatic play-action that is now about to begin.

Note: All rules not specifically mentioned shall remain the same as in the Avalon Hill game.

MAP CHANGES:

1. **Swamp/Tundra** — additional hexes are columns A: No. 34, 36-39, 42-43; B: No. 32-40, 43, 44; C: No. 29, 32-34, 37, 40-42; D: No. 27-28, 33, 35-36, 40-41; E: No. 26-27, 29, 31-34, 40, 42; F: No. 26, 28, 30, 32-34, 36, 41; G: No. 25, 29, 31; H: No. 26-27, 29-30, 35; I: No. 37-38; J: No. 29-30.

2. **Railroads** — additional hexes are A-40, B-40, C: 40-42, D: 42-43, E-43; and from Vologda L-40 to L-48, M: 48-49, N: 49-51... off the Eastern edge of the board.

3. **Moscow Highway** — indicate a major "Highway" from Moscow to Minsk, parallel to the railroad.

4. **Kirov** — add this Minor City to be located at N-49.

5. **Minor Cities** — all units on Minor Cities, such as Kaunas, Lwow, etc., have their Defense Factors doubled. (The same as per Major Cities.)

MOVEMENT OF UNITS:

1. **Armored and Panzer Grenadier** units only shall receive a "Perfect Weather" bonus of one additional Movement Factor. This MF is reduced to the normal 3-MF during "Mud & Snow" months.

2. **Swamp and Mountain** hexes — "Perfect Weather" movement for all units is Half the normal Movement Factors (above "bonus" units can move 3-MF). "Mud & Snow" movement in Mountains for all units is 1-MF. "Mud" movement in Swamps for all units is 1-MF. "Snow" movement in Swamps for all units is Half the normal Movement Factors.

3. **Railroad Swamp and Mountain** hexes are treated as "Clear" terrain for movement purposes only, and such hexes are only restricted by the Stack Limit rules.

4. **Moscow Highway** — the following "Road Bonus" shall apply only during "Perfect Weather" months and as: Infantry — 2 MF; Cavalry — 4 MF; Armored & Panzer Grenadier — 6 MF. Use the "Special Terrain Movement" rules that applies to Railroad "bonus" movement. In order to utilize the road bonus, one must inform his opponent that he has ordered his units to use the Highway and not the parallel Railroad. To be more precise, units ordered to move along the Railroad/Highway hex-line connection, between Moscow and Minsk, can only use one of the "Bonus" movements, and the transportation method to be used must be clearly ordered. Otherwise, it shall be assumed that the units to be moved will be using neither one and therefore their movement shall be by their own normal movement rate.

5. **Railroads** — "Use and Conversion of":

(a) Axis units in Russia must first pass over the railroad hexes in normal land movement before the railroad bonus can be used in the following

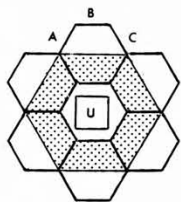
Axis Turn. However, it is not necessary to pass directly over them, as a unit's zone of control is considered sufficient. This becomes invalid if the zones of control are disputed by enemy units.

(b) Russian units must also pass over the railroad hexes in the same manner, if those hexes were last occupied by Axis forces, before the railroad bonus can be used.

(c) Conversely, Russian units are subject to the same restrictions as the Axis forces when the Russians are in any country outside of Russia.

(d) During "Snow" months, the railroad bonus shall be reduced to 7 hexes per turn.

ZONES OF CONTROL:



(a) Applies to Fortress Cities, at all times, and to all units *only* during "Mud & Snow" months.

(b) A unit's effective Zone of Control is reduced in Half, as indicated by the shaded area.

(c) Effect: Enemy units can now enter from (example) hex sides "A, B, or C," pass through without having to attack or they can stop there without having to attack. If stopping, the Enemy Stack Limit must be half of the Terrain hex normal Stack Limit, providing no attack is ordered. The opposing unit (unit "U") does not have to reduce his Stack Limit and is not required to attack the now adjacent Enemy unit.

ISOLATION:

1. The Time Rate and Effect of consecutive Turns of Isolation is now dependent upon:

(a) Any Terrain hex — 2 Turns before Isolation elimination.

(b) Minor City — 3 Turns, after the 2nd turn Defense factors are no longer doubled.

(c) Major City — 4 Turns, after the 2nd turn Defense factors are no longer doubled.

(d) Fortress City — 9 Turns, after the 6th turn Defense factors are no longer doubled.

SUB-UNIT COUNTERS:

1. *Sub-Unit Counters* represent, as near and accurately as per the Avalon Hill Corp units, the "Sub-Corps" (units) which usually consisted of two main divisions with attached minor divisions and/or brigades. The two "main" divisions shall be reflected in the sub-unit's ID number. Reference is by the usual Military Corp organization of three to four divisions per Corp.

2. *Tactical Use* — the listed sub-unit numbers shall represent the initial Corp breakdown. Once a Corp unit has been broken down, then it can be reformed and broken down again as often as CRT ordered and tactically ordered to, as follows:

(a) Only sub-units with the same Nationality can combine into/breakdown from a Corp unit.

(b) Only sub-units with the same Movement Rate can combine into/breakdown from a Corp unit; regardless of its Unit type, ie. Armored and Cavalry sub-units can form an Armored Corp unit.

(c) In an attack, a defending unit listed as a Corp unit must be attacked as such, and not as two separate sub-units. Likewise, if shown as sub-units, then separate attacks can be made.

The sub-units reflect, as near and accurately as per the Avalon Hill "Stalingrad" Corp units, the "sub-corps," which respectively consist of two main Divisions, with perhaps some minor Divisions and/or attached Brigades, of a similar type Unit Organization. By the two main Divisions references were made to the usual Military practice of structuring a Corp unit organization to consist of two strong, or principal, Divisions plus up to as many as three to four total Divisions per Corp.

Therefore, since I wanted to maintain only a two sub-unit breakdown, and not a burdensome and time-consuming Divisional OB, I selected the two main divisions to identify the two sub-units by a numerical ID, as per each applicable Avalon Hill Corp unit. As for the remaining historical "unlisted" Corps, that Avalon Hill includes in their OOB Unit Counters, I used a strength comparable random identification system of assigning actual Divisions to fill in the sub-units "ID gaps."

In all, everything does fairly well balance out during the course of the game. What with the higher German Replacement rate representing the 20% "uncommitted," yet available, Reserve units. With the Russians, one may wonder as to where are the numerous small Infantry and Armour Brigades? In effect, due to the prevailing Russian tactics at that time, they are well represented in the increased Defensive Factors and in the "Bonus" Replacement rate.

Basically, a Corp can be used and listed as being a two-unit organization, but naturally, when the corp-sized unit is in play the two substitute counters can not be. Each sub-unit is basically equal to only 1/2 of the Corp unit.

FORTRESS CITIES:

1. The major cities of Leningrad, Moscow, and Sevastopol shall receive an additional defense "bonus" of 4-Defense Factors, or less if the basic defending unit's defense factors are less (then the "bonus" shall only be equal to the basic defense factors), and are rated as being a permanent Fortress City for use by both sides. They are never destroyed.

2. Units in a Fortress have their basic Defense factors doubled and only half Zones of Control.

3. Units in a Fortress do not have to retreat when a "retreat" is called for in the CRT.

4. Any enemy attack must engage all defending units. Soak-offs are permitted.

5. If units in a Fortress decide to attack out then it can select any one or more adjacent hexes to attack, and with any one or all of his units from the Fortress. It does not have to engage all of the adjacent enemy units. However, if the "breakout" attack results in a CRT of "Retreat," then the attacking Fortress units are automatically eliminated.

6. A Fortress is considered to be "under siege" when completely surrounded by enemy units, or enemy Zones of Control as per Isolation rules. Sevastopol can be supplied via the Black Sea. However, if hexes PP-22, PP-23 (Sea of Azov access) and Nororossik, Batum, Nikolayev, and Odessa are in Axis control, then this supply link is considered "cut-off." In order to restore, the Russians must regain complete control of two of the hexes and then the supply line can operate again after three Russian controlled turns.

7. A Fortress "under siege" no longer qualifies as a Replacement City, nor do they receive any replacement credit, until all such adjacent enemy

units have been removed.

8. Warsaw and Stalingrad shall receive the following applicable Fortress Cities' benefits of rules number 3, 4, 5, 6, and 7.

PREPARE FOR PLAY:

1. Both sides are allowed to place their available units adjacent to the Axis-Soviet border in the "initial" June 1941 turn.

2. Only German Infantry units, a maximum of 8 factors, may be placed in Finland during the same "initial" set-up turn.

3. Russian Reserve — the following units must be located as indicated, in the "initial" turn only: Leningrad — one 6-9-6; Riga — one 5-7-4, one 4-6-8; Minsk — one 7-10-4; Kiev — one 7-10-4; Odessa — one 5-7-4, one 4-6-6. Remaining units placed anywhere east of the Axis-Soviet border.

INITIAL ATTACK:

1. To reflect the differences of the German well-prepared attacks and the restrictive border orders, issued by Stalin, affecting the Russian Defenders, the normal Turn of June, 1941, shall require two turns to complete the Month, under the following restrictions:

(a) Axis — only German units can be used for any attacks during the first turn.

(b) Defending Russian Units, on the border only, that are not attacked during the first turn, are required to remain in place (as per Stalin's orders). If any German units advance to an adjacent hex, the border Russian units are not required to counter-attack during their first turn. Regular River Defense rules apply to the attacking units.

(c) The Russian Reserve units, and any other Russian units not placed on the border, are "free" to move. Counter-attacks are required for any adjacent German units that have advanced/moved across the border. This also applies to any Russian border units that were involved in a German attack during the first turn (initial "half") of June 1941.

AIR POWER:

1. Starting in the first turn of June 1941, the Germans shall receive 12-Air "attack" Factors, to be used in Ground Support missions and/or for the "initial" Air Base Strikes.

2. The Russians shall receive their available Air Factors, depending upon the result of the German Air Base Strikes, in their second turn of June 1941.

3. The maximum number of supporting Air "attack" Factors that can be used per Battle, per Turn, are as follows: Germans '41 — 6 factors, '42 — 3 factors; Russians '41 — 3 factors, '42 — 6 factors. Air Factors cannot be used in battles of less than 1-2 odds.

4. The total attack factors of the supported ground units must at least be equal to the number of air factors committed to that battle. If not, then only an equal number of air factors to ground unit attack factors can be used for that particular battle.

5. Air Factors can only be used in conjunction with ground units, in attack, and they cannot absorb CRT attacker losses.

6. They are non-accumulative, and may only be used during the "Perfect Weather" months.

7. Available Air Factors, per each turn of the listed months, are:

Germans	Time Record	Russians
12	June - July '41	12
9	Aug. - Sept. '41	9
6	Oct. - Nov. '41	6
6	Mar. - Apr. '42	9
9	May - Aug. '42	9
6	Sept. - Nov. '42	12
6	Mar. - May '43	15

GERMAN AIR BASE STRIKES:

1. During the first turn, of June 1941 only, the Germans can effectively reduce the number of available Russian Air Factors for the year of 1941, by assigning German Luftwaffe Air "attack" Factors for air strike missions on the Russian air bases. The results, from the listed table, shall be the maximum limit of available air factors for the Russians during the "Perfect Weather" months of 1941.

Committed Luftwaffe Air "attack" Factors (air strike missions) at Russian air bases:

Die-roll	1	2	3	4	5	6
Air Factors:	3	0	1	2	3	6
	6	2	3	3	6	9
	9	3	6	6	9	12
	12	3	6	9	9	12

GERMAN AIRBORNE CAPABILITY:

1. The listed table reflects the "aftermath" of Crete and provides the possibility of a German Airborne Operation in Russia:

Die-roll	1	2	3	4	5	6
AB Factors	zero	zero	1	1	2	2

2. Tactical Use of the German Airborne Unit, "Meindell":

(a) Can only be air-dropped once during the "Perfect Weather" months of 1941.

(b) Must be air-dropped within 5-hexes of a friendly unit and not within any enemy zones of control, even "half" zones of control, nor is an air-drop allowed on a Mountain or Swamp hex.

(c) Can be air-dropped, moved, and join in battle in the same turn. The AB unit has no zones of control, outside of its immediate occupying hex, only during the air-drop turn.

(d) If the 2-Combat Factor unit is received, it must function as a 2-factor unit, and it cannot be broken down into two 1-factor sub-units. It does provide the necessary disruption and reduction of a "double" river defense position on Russian units, in one hex, and an effective "blocking" of Russian units in "retreat" from Axis attacks.

(e) If not air-dropped during 1941, the available AB unit can arrive in Warsaw anytime during 1942 as a ground unit, in addition to the normal German Replacement factors.

(f) The possibility of a German Airborne capability shall be reported to the Russians. However, the Combat Factor rating shall not be reported until the actual appearance.

GERMAN UNITS IN FINLAND:

1. Besides the initial 8-Inf factors that may be placed in Finland in the June 1941 set-up, the Germans shall be allowed to land additional units at Helsinki, if in Axis control, as per the listed month/turn only: from the German Replacement Factors only; Sept. '41 - 4 Inf factors; Nov '41 - 4 Inf factors (if "Snow," then only 2-Inf factors); May '42 - 3 Pz/Pz Gr or 4 Inf factors.

AXIS REPLACEMENTS:

1. All Points of Starting are to be considered as Supply Points for the Axis forces.

2. GERMAN Points of Starting: Konigsberg (U-15); Warsaw (Z-13); or Railroad hex EE-10.

REPLACEMENT RATE:

- per each month.

1941, July	-	6 Pz/Pz Gr; 6 Inf
August	-	4 Pz/Pz Gr; 4 Inf
September	-	3 Pz/Pz Gr; 4 Inf
October	-	2 Pz/Pz Gr; 4 Inf
(1) (2) November	-	2 Pz/Pz Gr; 4 Inf
(2) Dec. to Feb.	-	4 Inf
(3) 1942, March	-	2 Pz/Pz Gr; 4 Inf
April	-	3 Pz/Pz Gr; 5 Inf
May-July	-	4 Pz/Pz Gr; 4 Inf
Aug.-Nov.	-	2 Pz/Pz Gr; 4 Inf
Dec.-Feb.	-	4 Inf
1942, March - end	-	2 Pz/Pz Gr; 4 Inf

(1) Only if "Perfect Weather." If "Snow," then it is zero. This reflects the lack of proper winter clothing and equipment lubricants, so very essential for any unit to function properly under the very harsh winter conditions in Russia.

(2) If any German units are attacked during the "Snow" months of Nov. & Dec. '41, then CRT losses shall incur one extra sub-unit per each battle.

(3) If "Snow," reduce factors by half.

3. FINNISH Points of Starting: Helsinki (J-26); Railroad hexes A-33 and A-35.

REPLACEMENT RATE:

1941, July - 3 Infantry factors
1942, June - 4 Infantry factors

4. HUNGARIAN Points of Starting: Railroad hex JJ-7.

AT START:

only 4 Infantry factors are available. No other Axis units are allowed into Hungary during June 1941, unless invaded by Russian units.

REPLACEMENT RATE:

1942, May - 4 Infantry factors; 1942, June - 6 Infantry factors.

5. RUMANIAN Points of Starting: Bucharest (QQ-9)

AT START:

total of 10 factors are available. Of these, 4 Inf factors can start from Warsaw.

REPLACEMENT RATE:

1941, August - 14 factors
1942, March - 2 factors; May - 6; June - 1; Sept. - 1 factor.

6. ITALIAN Points of Starting: Sofia (TT-3).

AT START:

total of 3 factors are available. They can start from either Sofia and/or Warsaw.

REPLACEMENT RATE:

1941, October - 3 factors; 1942, June - 6 factors.

7. All Axis Replacement Factors can be accumulated, but they must arrive only from their own respective designated Point(s) of Starting.

8. Replacement units can be obtained from either the regular Corp or sub-unit counters.

RUSSIAN REPLACEMENTS:

1941, August - 12 Defense Factors at Stalingrad and 6 Defense Factors at Moscow are available. Russian Replacements are received starting in September, 1941, and are classified as being "Regular" and "Bonus" replacements. Both types of Replacement Factors can be accumulated

1. "Regular" Replacements are the standard 4-6-8 ratio of Defense Factors allotted for Moscow, Leningrad, and Stalingrad. They can arrive only from their own eligible respective city.

2. "Bonus" Replacements are received in addition to the "Regular" replacements and are computed in the following manner: One Defense Factor is received for each Russian controlled Major City, and one defense factor for each of these Minor Cities - Archangel (B-45), Maikop (QQ-27), Astrakhan (LL-39), Batum (VV-27), and Grozny (RR-34). Therefore, theoretical tally is 15 Major Cities, plus 5 Minor Cities... making an available total of 20 "Bonus" Defense Factors in September, 1941 and for each Russian turn thereafter until the game ends. On arrival, the "Bonus" replacements must be divided up among the five different Points of Starting.

3. POINTS OF STARTING: Kuibishev (W-46), Astrakhan (LL-39), Grozny (RR-34), Kirov (N-49), and Archangel (B-45). "Bonus" Replacements should be divided up as equally as possible, or at the most, with no more than half the eligible accumulated factors from one city alone, per Turn.

4. To avoid any confusion, a separate list of "Regular" and "Bonus" Defense Factors accrued should be maintained by the Russian Commander.

5. At the beginning of the Russian turn, all cities that are isolated, in enemy zones of control, or were last occupied by Axis units, do not qualify for replacement factors.

6. If the Murmansk Railroad line, at A-40, or Archangel (B-45) is controlled by an Axis unit, then 5 "Bonus" Factors are automatically deducted for two consecutive turns and separately for each of the Axis controlled hex. If both hexes are controlled by Axis units simultaneously for two consecutive turns, then 10 "Bonus" Factors are deducted automatically, per turn, for the duration of the "Snow" months only; and 6 "Bonus" Factors are deducted during the "Mud & Perfect Weather" months, for the balance of the game or until the Russians can regain complete control of the Axis occupied hex. Reduce the deducted "Bonus" factors by half for each regained Russian controlled hex.

STACK LIMITS:

1. Swamp and Mountain hexes are restricted to any combination of Units of any type in a stack totaling no more than 3-Sub-Units. Two sub-units equal one Corp unit for stacking purposes.

BATTLE RESULTS:

1. Use the Tournament CRT version from either Avalon Hill's *Blitzkrieg* or *Guadalcanal* game.

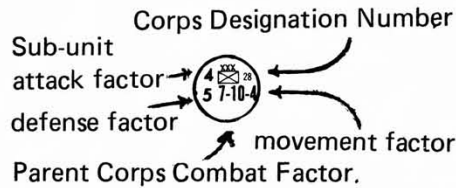
2. "Factors Eliminated" shall represent the number of Sub-Units to be eliminated and not the actual combat factors to be eliminated. The actual deducted loss in Combat Factors must be the equivalent of the lowest sub-units at its Basic Combat factors. Example: Russian 3rd Inf Corp,

in a City, is attacked at 3-1 odds, die-roll is 5. Russian is a 3-5 sub-unit, Axis loss must be equal to the basic 5-Defense factors, in any combination of sub-units.

3. "Advance or Retreat" shall apply and only Infantry units shall be restricted to maximum movement of 2-MF following any CRT results.

4. CRT results — the lowest sub-units shall be eliminated first.

All circular units are sub-units.



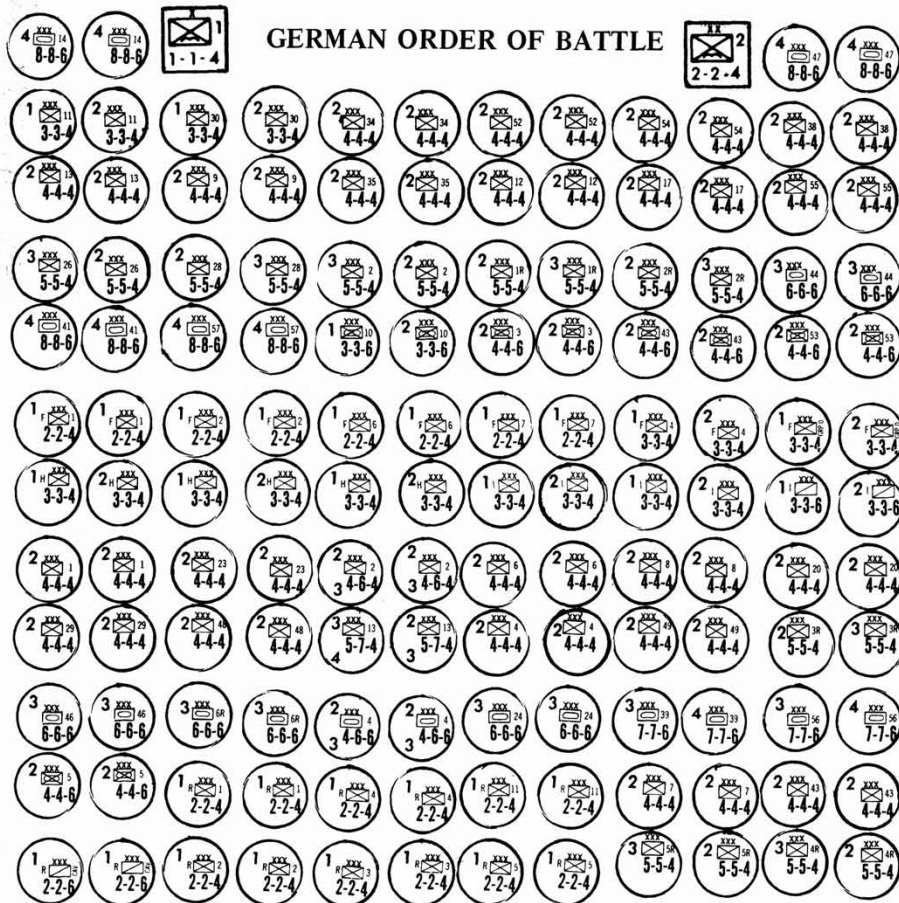
General Diplomacy

SPRING 1935: Season of Decisions

by Edi Birsan

In postal play, the *Origins* game turn has been divided into two 'seasons': Spring and Fall. The Spring season is the time of placement of political factors while the Fall season is used for the execution of attacks and the placement of understanding and control counters. The Game turns themselves, have been re-labeled game years starting with 1935 as the first turn and ending with 1940 as the last. Thus, Spring 1935 is the very first turn of political factor placement on the board. Since all postal play of *Origins* is done with simultaneous placement, the Spring 1935 moves must be carefully set up by players involved in all versions of the game. The problems faced by the players in the Historic Game and possible solutions shed light on techniques of negotiation and play that might be helpful in all other variants of the game.

The US player with his two political factors must decide where he would have the most effect on the board with his small amount. It is most foolish to try to place the PF's in a major power with the hope of breaking an Understanding because the 2 pf's have no power when compared to the 5pf's needed for an understanding. Therefore, the alternatives are limited to either saving the factors at home or trying to stop a control counter from being placed in one of the five places that the US must keep free: Austria, Baltic, Czechoslovakia, Poland and Rhineland. Of these, the Baltic and Poland are in the dual position of being worth 4 and 5 points to the American player respectively and are each worth a total of 7 points if Germany and Russia share control over them. The fact that the controlling powers may split seven points is an indication of the attraction the two areas will have for those powers who would work against the US interests. The two Western Powers or Understanding powers also have an interest in these areas and should be used by the American player to bolster his own efforts to block the control. In the Baltic, the Understanding powers are not called upon to receive any points for pf's sent to that region and therefore the pressure on them to commit themselves there is considerably less than say in Poland where the Western powers would split five game points for mutual understandings. The US must then consider that any attempt to hold the Baltic open will only receive small if any support from the Understanding powers. For this reason many US players have decided to go into Poland from the beginning of the game and give up any hope of holding the Baltic against the more powerful Russians and Germans. The American strategy is then to concentrate on Poland and attempt through Diplomatic moves to gain support from the French and the British as soon as possible, as well as trying to get the Russians and the Germans to waste their PF's in areas that do not hurt the Americans such as Italy or Rumania.



For the French, they are cursed with 1 less pf than is needed for them to take immediate control over the Alsace or to place an annoying Understanding counter in Germany. Their four PF's can try to stop the Germans in the Rhineland but a determined German attempt with all or two thirds of its PF's will sweep the French aside. The French can then choose the following: go into the Rhineland with the hope of delaying the Germans and sucking in more pf's than may be needed to take over the region or go into Eastern Europe (usually Austria) with the idea of stopping the Germans in conjunction with the British and the small American forces that can be drawn upon. In postal play, the French have chosen to go into Austria or Eastern Europe 7 out of 10 times on the first turn. To so so, the French should gear their diplomatic moves to an alliance with England and the cooperation of the Soviets in Czechoslovakia and the Americans in Poland.

For the British, the first turn is most uneasy. As the second most powerful country on the board it can afford to waste its first turn pf's in areas that will slow down or stop the Germans/Russians for a while since the English have only a total of 5 game points that can be disrupted by the Controlling powers placing control counters over Poland and Czechoslovakia. Therefore the British player has traditionally gone to either secure an Understanding in Germany on the first turn (in order to prevent German expansion in the second turn of the game (1936) or it has gone into the Rhineland and Austria with enough force to make the Germans risk at least one 1-1 battle if they hope to take control over both areas in the first turn. Diplomatically, the British generally try to become the king pin of the Western-US alliance against Germany and try to pull the Russians into Czechoslovakia by agreeing to keep out of the Baltic and Rumania. There is really no hope of any long term agreement between England and the Germans except for small agreements in regard to fighting each other in areas such as Italy, Russia and France.

The Russians have to go for either the Baltic, Rumania or Poland on the first turn or else they will find that the US and the Western powers will be scattering blocking pf's about the board. Usually, the Russians make an agreement by which they share control with the Germans over some, if not all, of the regions involved. BUT, due to the German tendency to concentrate in the West, the Russians have to carry the ball in the East alone for one turn: Spring 1935. Thus the Russians are generally seen jumping into the Baltic states with all their pf's. If the American opposed the Russians in the Baltic, the Reds would launch a 3-1 attack on the Americans with a 50% chance of eliminating the Americans and taking over the Baltic states for themselves.

Because the Germans have the greatest amount of pf's they have several options for the first turn. With 12 political factors they can muster enough force to place two control counters on the first turn and then still have 2 pf's left over for various things. The placing of all the pf's in one region such as the Rhineland or the Austrian area is not often used by German players in the postal circuit as they then risk either a massive over-kill of the region or a general waste if the French and British have combined to muster 7 pf in the target state. The breaking down of the first

placement into groups of 4 has been tried in the postal game with little success as it does not allow a player to take over any area. Since the Spring 1935 power of all the players is the lowest, and seeing that there are no previous pf's on the board, the Germans have the greatest hope of taking over regions without opposition. Hence the ideal breakdown for the Germans has been a grouping of pf's: 7-5 or 5-5-2. The use of the 7 in a group is to allow for opposition of at least 2 pf's and the possible attack and exchange that would still leave the Germans with 5 pf's: enough to take control over the target. The Germans can decide to try for both Austrian and Rhineland points with the knowledge that they will most likely encounter trouble in one of them (probably Austria). OR, they can try for the Rhineland and one eastern area that might be unprotected on the first turn: Czechoslovakia, Rumania, & Baltic. In the Baltic or Rumania, agreement with the Russians can bring shared controls. In Czechoslovakia there will most likely be no resistance, allowing for a quick coup that pulls the ground out from any foundation of Russian and Western alliance by taking away the one area of common interest between the Russians and the other powers. To clear the way for the march into Rhineland, the Germans may be able to use a threat against the French to the effect that if the French go into the Rhineland in the Spring of 1935, the Germans will oppose the French in the Alsace during 1936. Such threats are the only real type of agreement that the French and the Germans can have with each other, as for classical negotiations the Germans are much better off with the Russians. At times one may wonder why it took the Russians until 1939 to sign the non-aggression pact, if you use the game as your historical basis.

AS AN AID TO OUR READERS who have been experiencing difficulties in organizing *ORIGINS* PBM games on their own, the following is an incomplete list of games with openings that have been brought to our attention. Most, if not all, of these games are organized along the lines of Dippy-zines:

BLOOD AND IRON, Lewis Pulsipher, 312A Twin Towers, Albion, Mich., 49224. Game fees: \$1.00 (includes magazine which normally costs 8/\$1.00) plus \$1.00 deposit to be refunded if player finishes game. Fee for second and additional games is 50 cents.

ANSCHLUSS, Joseph Antosiak, 3637 Arden Ave., Brookfield, Ill., 60513. Game fee: \$3.00; includes subscription to magazine (alone worth \$1.00/12 issues).

ARENA, Birsan, 48-20 39th St., Long Island City, New York, 11104. Game fee: \$3.00. Magazine subscriptions are \$1.00/seven issues, or 17 cents.

BOAST, Herb Barents, 157 State St., Zeeland, Mich., 49464. Subscription to magazine required; \$1.75/13 issues and game deposit of \$1.00.

FREEDONIA, John Boardman, 234 E. 19th St., Brooklyn, NY., 11226. Game fee: \$3.00 (includes magazine which normally costs \$1.00/8 issues). Also, there are still openings in a second "Historical" variant game. Further noted: any paid-up player in either of two "Historical" games may enter, at no extra cost, a game of "Anti-Bolshevik Crusade" variant.

Situation 101

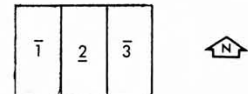
by Roy Easton

In May 1945, the Eastern Front began to crumble and the foreign units of the Waffen-SS attempted to surrender to the Western Allies rather than to the Russians, who would probably execute them out-of-hand as "traitors." At this critical time, General Berzins, commander of the 15th SS (Latvian) Division and assorted other units, refused the possibility of surrendering his men and their families to the Russians and boldly marched his command across what was left of Germany to surrender to the British.

As they neared the British lines, the Latvians learned that an armored column of the Russian 26th Guards Tank Brigade was attempting to cut them off. With great presence of mind, Berzins marshalled his armored units and fought a brilliant delaying action enabling the infantry and their families to surrender to the British 6th Guards Tank Brigade.

The survivors of this march spent most of the next 12-18 months in DP camps and many of them later emigrated to the United States where they settled in the midwest, many in Indianapolis and Chicago. The existence of large Latvian communities in these cities is due, in a large part, to Berzins' work.

Mapboard:



1) The six indicated German units, the two forts, and the 4 blocks are first set up on the No. 2 board. Movement is then in the following order: 1st-German, 2nd-Russian, 3rd-British. For a two player game, the British and German forces are commanded by a single player.

2) The Germans enter from the East edge of board No. 3; the Russians enter from the North edge of board No. 2; and the British enter from the West edge of board No. 1.

3) German units within 3 squares of a British unit are considered to have surrendered. All surrendered units must be escorted off the West edge of board No. 1 by British units and must remain within 3 squares of these escorts at the end of each turn (escorts move at the same time as the surrendered units).

4) Russians may not fire at any surrendered German unit and no surrendered German unit may fire at all. Russians and British may not fire at each other nor may Russian units pass through any squares occupied by British units.

5) German infantry and civilian units may be transported by British vehicles.

6) During this battle, the German (Latvian) soldiers are fighting for their families, friends and loved ones (represented by the civilian counters). Consequently, they are considered to be "ferocious." The following rules are used to show this "ferocity."

a. All "ferocious" infantry units when attacking using the CAT attack, increase their odds by one column in addition to the other advantages gained by the CAT attack.

by Norman
Beveridge

The German Dilemma

b. Enemy infantry attacking "ferocious" infantry with a CAT attack have their odds decreased by one column and lose the benefit of subtracting 2 from the die roll.

c. Enemy overrun attacks against "ferocious" infantry units or stacks containing "ferocious" units are rolled at normal odds and the attackers do not subtract 2 from the die roll.

d. Under these rules, only infantry-type units may be considered to be "ferocious," i.e., infantry, security, engineer, marine, ranger, commando, recon, etc. Armored units are not considered to be "ferocious."

e. Two of the German 75mm units must be placed in the two forts.

Victory conditions:

German-decisive: Surrender 45 units to the British
tactical: Surrender 30 units to the British
marginal: Surrender 20 units to the British

Russian-decisive: Destroy 18 German military units and 12 civilian units
tactical: Destroy 14 German military units and 8 civilian units
marginal: Destroy 10 German military units and 4 civilian units

Note: For these victory conditions, German trucks and wagons *do not* count as "units."

Units Available:

Russian:



x4 x2 x8



x2 x2 x4 x4 x1

German:



x2 x1 x4 x6



x16 x16 * x3 x16 * x1 x24



x2 x4 x4 x4 x2 x2

British:



x6 x2 x2 x6 x1 x7

* Distributed between two forts.

Having played Luftwaffe enough times to know just about what happens in most cases, I find one aspect of the game quite distressing. Note that I speak here of the Advanced and Tournament versions, possibly including the random optional critical industry rule. The problem: The Germans must attack escorting U.S. fighters before going after the bombers. I have noticed several articles in the General criticizing this rule as unrealistic, and I hereby want to criticize it as forcing the German player into a decisive strategy.

What do I mean by a decisive strategy? I mean that in the Tournament version this rule forces the German into a winning strategy. He can ignore the bombers altogether, since he is forced to attack the escorts before going after the bombers. The rule prevents the German from stopping most raids near the R line, and gives him only a small chance of stopping the bombers short of Berlin. But since many targets lie far beyond Berlin, the German can let those targets near the R line go, and chew up the fighters. After a few very successful raids the U.S. player has no more fighters to speak of, and thus has no chance to hit targets beyond Berlin. The German wins because he is forced to do so. The same can happen in the Advanced game, except it usually takes an extra raid to kill off all the replacements for the U.S. fighters (the Germans get more planes to defend with, but the U.S. player gets about twice as many replacements). Now, a slightly different thing happens if the critical industry rule applies against the Germans. If the German draws an industry with a large number of targets, like rails or oil, then the original case applies, and almost invariably the German wins. But if he draws one with only a few targets, such as chemicals or steel, then the German has no hope. Chemicals targets disappear early, with little loss to the U.S. player. Since the German must take on the escort first, the U.S. player can get through to all the chemical and most of the steel targets in the first four or five quarters. The German may as well be defenseless. This means that without a critical industry, you may as well give the game up to the German, but with it, the game is virtually decided before the game begins. Of course I over-emphasize the imbalance a bit, but most veteran players remember the horrible imbalance of Midway. Further, the trend today is towards play balance, and obviously something is missing here. Perhaps some wily players have cunning strategies that disprove my point, but if so, neither I nor the *General* have heard from you.

What I suggest involves suspending that unrealistic and decisive rule and adding a few others:

(1) Ignore the rule forcing the German player to attack escort fighters before he attacks the bombers.

(2) The German may choose to attack either the escorts or the bombers or both. If he chooses to attack the fighters, play goes on as usual. If he decides to attack both, he must of course attack the fighters first and clear them away before he goes after the bombers, as in the regular rules. But if the German decides to go after the bombers and ignore the escort, then

(3) Follow the following procedure.

(a) The German announces his intention of going after the bombers first, and indicates which aircraft will do so.

(b) The U.S. may attack those German aircraft. He may ignore all E ratings in making the attack, no matter what the U.S. or the German planes are.* Roll the attack as if it were a normal fighter combat with equal E ratings. Extract the losses from the German fighters before they may attack the bombers.

(c) If the German fighters attack after dropping their tanks, then the U.S. aircraft must also drop tanks if they wish to attack the Germans as described in case (b) above.

(d) The Germans may then attack the bombers freely with anything they have left. Of course, if any bombers get shot down, then the bombers may return fire.

(e) The only exception to rule (b) is German jets and rocket aircraft. These aircraft may freely ignore any escort aircraft and attack the bombers at will. If a combined group of German jets and other aircraft attack the bombers, the escort may attack only the non-jet aircraft.

These same rules may apply to U.S. aircraft making strafing runs on German airbases.

The reasoning behind these rules should baffle no one. First, we already know that the Germans could and in fact did ignore the escorting aircraft. Second, the escorts would have no trouble setting up for the kill since the German aircraft would have to make fairly limited passes on the bombers to shoot them down. The E ratings apply to dogfighting characteristics, which hardly apply to a driving pass or a head-on run on a big bomber. Third, with the tanks on, a plane is a good bit slower and less maneuverable than with them off. This may seem to contradict my previous idea about the E ratings. But the key to the German attack on bombers was speed — not only to get past the escorts, but also to set up on the bombers. Remember, the bombers had very good defensive weapons. Fourth, the jets could set up and get out so quickly that no U.S. fighter could touch them. I understand that more of the jets crashed during the war for mechanical failures and pilot errors than got shot down. Fifth, the only real chance the U.S. escorts would have on the German attackers, perhaps fortunately, would occur before the Germans made their run, i.e. while they tried to set up. Therefore the Germans take casualties *before* they attack, and take none after, despite the fact that they would have to fly through the escort to get away again.

I have used this method in several games recently, and it works quite well and makes for some very interesting air battles. The German can protect a critical industry if he must, but of course the price is high. If he need not, he can go back to his old strategy of eating up the U.S. fighters, which leaves the U.S. player on the short end again. This brings me to my next rule change:

Using the critical industry rule, divide the industries up into two categories according to how many targets exist and how easily the U.S. player can get to them. I do it as follows:

Gp.	Industry	Targets
L	Rail Center	20
L	Oil Refineries	17
L	Steel	4
L	Chemicals	6
S	Shipping	9
S	Ball Bearings	5
S	Transportation	8
S	Armaments	7

Gp. means group, in which L means large and S means small. When the German draws his critical industry, follow this procedure: First, he draws from all eight types. If the first draw is a large industry, then he draws no more. If he draws oil as his large industry, then follow the rule limiting the number of German aircraft in the air, which is the first play balance rule listed. If, however, the German draws a small industry for his first draw, he must choose again. The second draw comes only from the small industries. In effect, the German either gets one large critical industry, or two small ones. Now, when the U.S. player eliminates one of the small industries, the Luftwaffe is grounded for one full quarter. The German may delay any reinforcements and defer any replacements he wishes, but all other units must appear somewhere on the board. In the next quarter, all aircraft may fly as usual. When the second small industry is eliminated, or when the large industry is eliminated, the Luftwaffe is grounded permanently as in the regular rules.

If you still find the game balanced in favor of the Germans, then do not allow him to look into the U.S. stacks until he attacks them. All the German gets to know is whether there are fighters or bombers or both in the stack. After he attacks them, he may freely inspect them at any time.

I have found that the rule allowing the German to go after the bombers gives the U.S. player a psychological lift! Without it, the German accumulates replacements at a ridiculous rate, often coming to 45 or more by the end of the fifth quarter. But when the German has to go after the bombers first, the U.S. player puts a few dents in that replacement pool, and things do not look so bad.

Some players may think that once the U.S. player knows he is about to eliminate a critical industry (desperate attacks on bombers in ignorance of the escort usually gives it away) the U.S. player may forget about escorting the bombers, since they will get shot up anyway, and that he should use his fighters to hunt down the enemy's own squadrons. That situation would of course be unrealistic, but I have found that the U.S. player often profits more from committing his fighters to escort duty at such a time, since only escorting fighters get in a shot at the attackers. This especially holds in the advanced game, with overrun attacks by fighter units. Also, the escorts can get in two licks on the Germans; one during the pass at the bombers, and another when the U.S. planes get their own move. As per the rule that I did not change, once the bomber group gets into a battle with the German fighters, the escorts may break away. So this rules change can have a great effect on German casualties.

I know this may meet with much criticism, but I believe these changes are both realistic, and necessary.

*The escorting fighters remain in the square with the bombers.

Defense Beyond the Ourthe

by Henry C. Robinette

Although much has been written about the Battle of the Bulge during the last four years in the *General*, most of it has been about the German strategy and comparatively little has been said about the American defensive strategy. Most of those articles which did deal with the defense intimated that Bastogne should be held at all costs and that the fall of the Ourthe was a major catastrophe second only to the fall of the Meuse. Hogwash! You can surrender both without necessarily losing. Heresy?

Except in Stalingrad and perhaps Guadalcanal and Gettysburg the defensive side is the most difficult side to play. Executing a successful defense is certainly one way to separate the professional warmonger from the amateur. Why? Too many defenders try to conduct their game like an under-strength offense or they make fanatic stands in untenable positions which they think should not be lost. Both these approaches lose sight of the purposes and fundamentals of the defense.

We should remember that defense is a basic form of combat in which all means and methods available are used to prevent, resist, or destroy an enemy attack. Its purposes are: (1) to develop more favorable conditions for offensive action, (2) economy of force, (3) to destroy or trap a hostile force, (4) to reduce the enemy's capability for offensive action, (5) to deny an enemy entry into an area.

The basic types of defense are *area* and *mobile*. The area defense has the mission to retain specific terrain. Its highly mobile and critical forces are in the front lines. The mobile defense, however, has the task of defending an area rather than specific terrain. Its highly mobile and critical forces are held in reserve. Most Avalon Hill games cannot be played wholly as one type of defense or the other; a balance must be attained. The generalism must know when to substitute one type for the other.

Generally speaking the area defense should be used only for those specific places whose loss would mean the loss of the game. In all other cases the mobile defense should be used.

Now let us quickly examine the fundamentals of the defense. The *estimate of the situation* entrails the defender's mission, his opponent's capabilities, the terrain, and his troops available.

Lay out your Bulge mapboard and examine the western half of it. Your mission, of course, is to defend the Meuse. Your opponent has the option of three routes to attack — North, Center, or South. The troops which you can be reasonable certain of having are the reinforcements from 17 P.M. to 28 A.M.

The only *uses of the terrain* applicable to the game are: obstacles, critical terrain, and avenues of approach. The Ourthe and Semois Rivers and the hills west of Bastogne are the last natural obstacles before the Meuse. The critical terrain features are the river crossings, the road squares between LaRoche and Hotton, Sedan, Rochefort, Marche, Hotton, and LaRoche. The avenues of approach are the gaps between the forests.

Security and mutual support with other defending units are fundamentals of the defense which cannot be ignored. Units must be posi-

tioned to prevent encirclement and should be close enough to reduce the German strength to be used against them without leaving them in an untenable position after a retreat.

Another fundamental of defense is the use of an *all-around defense* and *defense in depth*. This uses primary positions, alternate positions, and supplemental positions. (More about this in a little while.)

Flexibility, maintaining aggressive posture, coordinating defensive resources, and time available are the remaining fundamentals of the defense. Flexibility is the ability to capitalize on German errors and to react to the changing situation by changing positions, using reserves, or counter-attacking. You must continue to think aggressively and be prepared to assume the offensive as soon as possible. Generally you should attack whenever it could result in the destruction of German units or the retention of critical terrain without compromising your position in the event of an adverse CRT result. Time available should be considered with setting up your defense line; you should not select a position to fortify which could be over-run before it could be completed.

Without a doubt the game will be won or lost in the western half of the map board for most General field marshalls place units along the southern and northern edges of the board to prevent your reinforcements from attacking deep in his rear against his supply lines. (Now this may seem to be an advantage for your opponent but, as we shall see, it could well prove to be a liability for him.) The question, then, is—where to build the defense line?

The Ourthe is out. Why? The left flank of the Ourthe is controlled by Z-16 which, unfortunately, can be surrounded with the result that units defending north of there are cut off from the road for at least a turn. The combination of river and forest squares at U-24, U-25, T-24 and T-25 separates this flank from the center and prevents rapid reinforcement of either front by the other should such prove necessary. Yet, regardless of how bad the left flank is, the center is much worse due to the bend in the Ourthe. Units defending in the bend can be cut off by the fall of LaRoche, Hutton, or any of the road squares between them. (And just think what a three square advance after the fall of Hotton could do to units defending south of Marche!) But the right flank is scarcely better. After the hills west of Bastogne are lost, Neufchateau is the last position before the Semois River and Sedan; however to its right there is nothing but clear terrain. In other words, the flank dangles in thin air — there is no anchor!

The faults of the Ourthe as an ultimate defense line, in summary, are several. It is too long to be adequately defended. But worst of all, it is a defense based on exterior lines of communication which can be attacked from interior lines of communication since the terrain features split it into three fronts, AA — U-24, U-25 — V-37, and V37 — V, which precludes mutual support by defending units.

The object of the defense is to develop a position based on interior lines of communication which would at the same time compel the German to attack on exterior lines of communication so that his spearheads would be separated from each other and unable to provide effective mutual support.

Here is the fortress line which will provide a shield behind which your armored units can build-up for counterattacks or an offense. Fortresses should be built on V-15, W-20, V-20, V-19, V-18, V-17, U-21, T-22, R-27, Q-29, Q-28, P-30, O-34, O-35, I-52, and I-51. Fortifications should be built on N-36, M-42, S-20, and O-28. Supplemental fortresses can be built on Q-30, P-33, and Rochefort. Supplemental fortifications can be built at O-49, S-22, N-27, M-29, and in other positions between the fortress line and the Meuse.

The advantages of this defense are substantial. It can only be outflanked with costly battles for the Germans. It can only be penetrated by infantry which can be easily defeated by your armored reserve. Several fortresses are built on road squares and each must be reduced in turn. Any break-throughs are likely to be on a narrow front and can be contained or cut off by your reserve. The German is forced to attack on exterior lines communication while your reserve can operate on interior lines of communication and can shift rapidly from one threatened sector to the other. It is a defense in depth which is not easily breached.

The chief advantage, however, lies in the nature of the line itself. Units defending next to fortresses cannot be surrounded for there is no way to block their retreat. Even if units are surrounded in a cluster of fortresses, they can still retreat through adjacent fortresses. Not to be overlooked is the potential for shielding the main fortress line from direct attack by building fortifications next to it; in this manner additional delay can be forced upon the German — delay he cannot afford.

Upon first sight it may seem that the south is vulnerable since it is isolated from the bulk of your forces. But a German advance is not likely in this sector since to do so would place the German main force away from your main forces. Also it is dependent upon a single supply route which can be cut by your 22 A.M. and 28 A.M. reinforcements. (It is unlikely that the German will have enough units to seal off the entire south edge to Mezieres.) In addition, Sedan is a strong road-block which can be expected to hold out until help arrives.

The key to successful application of this defense is manpower. Even the most elaborate line will crumble if the defender lacks the units to man it. Therefore the game must be played with saving troop strength in mind. Terrain is expendable to a certain degree but units are not.

Using this defense may not always result in victory, but the result will almost always be close.

Henry C. Robinette
212 Lakeview Drive
Chatsworth, Georgia

Effective Gettysburg . . .

by Mark Wielga

*"Those who do not learn from history
are condemned to relive it" . . . over,
and over, and over, and . . .*

Gettysburg is one of the oldest and most played games in the Avalon Hill line. However, despite its many good points the game possesses a major flaw. This flaw has been given considerable attention for some time. The victory conditions, which dictate how the players will play the game, are historically inaccurate and are impractical for the game. They can and should be changed to improve realism and produce a good, even game.

Historical Accuracy

The major question is who should be the attacker in the game. To find out, it is necessary to examine what each side was trying to do. Let us look at the strategic situation in June 1863. Lee invaded the North for several reasons: (1) to bring the war into the North, (2) to obtain supplies, (3) to encourage foreign powers to assist the South, and certainly (4) to encourage the anti-war movement in the North. The army of Northern Virginia was on the strategic offensive, however, this does not necessarily mean it also had to be on the tactical offensive. Longstreet suggested that the Southern Army should go on the defensive if it met the Northern Army. He thought that with Lee's army threatening Philadelphia, Baltimore, and Washington it would have to be driven out of the North. Lee was accomplishing most of his ends merely by being in the North, simply avoiding defeat there would bring great advantages. While tactical victory was highly desired and to be sought at appropriate risk, it was not necessary for the Southern Army to pursue it through unacceptable hazards. The job for Meade's army in this campaign was to frustrate Lee's plan by preventing him from accomplishing his mission. This could only be done by driving Lee out of the North. In the process, Washington had to be protected at all costs. Since Lee would not return to the South unless he was seriously hurt, the army of the Potomac had to assume the offense (unless Lee was foolish enough to shatter his strength by assaulting their position). Meade's army could afford some losses so long as it could preclude Lee from claiming a victory; it had a margin of error that Lee did not possess. Therefore, if the victory conditions are to be historically accurate, Meade must be required to hurt Lee badly enough to force his retreat without being hurt much more seriously himself.

This balance of factors can be satisfied by an appropriate point system. Points are assigned to each unit in direct proportion to its influence on the tactical situation. Unit values are:

Confederate		Union	
Units	Points	Units	Points
4-2	5	3-2	3
3-2	4	2-2	3
2-4	3	2-4	3
1-4	1	1-4	1

Points are determined by the number of units on the board at the end of the game. Consequently the total point value of either side can be

changed only by eliminating units.

The victory conditions should be: Union — Eliminate at least 30 Confederate points and have at least 15 points more than the Confederates at the end of the game. Confederate — Prevent achievement of the Union's victory conditions.

Practicality of the conditions

What happens to the play of the game under these conditions? Which side is favored? Let's compare the opponents when using this system:

Chart 1

	Confederate	Union
Total Pieces*	22	32
Total Combat Factors	52	70
Average Combat Factor*	2.364	2.187
Total Movement Factors*	70	90
Average Movement Factor*	3.182	2.750
Total Point Value	67	80
Average Point Value*	3.045	2.500

*Excluding HQs

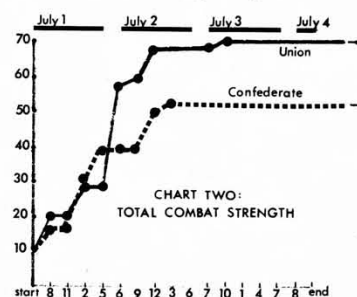
As Chart 1 shows the South is stronger and faster per unit while the North is well ahead in the totals. Although the Confederates have an advantage in better, stronger units, this advantage is offset by the fact that they can be crippled by losing only a few pieces.

Reinforcements are the heart of the game: Ninety percent of the units come on after the first turn. Chart 2 shows how each side gets on the board. Chart 2 indicates that the South is superior in combat strength only for six turns during the entire game. What it does not show is that until 6 PM, July 1, they have an advantage in that all important artillery.

Under the original victory conditions, a smaller somewhat faster and better concentrated army must entirely eliminate a superior force which is stronger nine-tenths of the game. If the Union player is not a complete dud, the South has two chances — very slim and very, very slim.

Now let's compare the armies under my conditions. A superior army must cripple an inferior one with minimum loss: The strengths of the armies correspond to what they must accomplish. I have play-tested this system thoroughly. It changes a completely one-sided situation to one that is almost perfectly balanced.

With this system the greatest battle in American history can be played the way it deserves to be played, with justice to the strategic and tactical problems faced by the senior field commanders on both sides, and with an equivalent challenge to their modern day counterparts who meet on the field at Gettysburg.



Breakout Blitzkrieg

by Gregory T. Robleski

One of the most disgusting games is Blitzkrieg. Translated, Blitzkrieg means "lightning war"; however, after the first few turns the game neither resembles lightning war nor is played with lightning speed. There is nothing one can do about the latter. Substitute counters are much better than a casualty Reduction Pad. However, we can try to remedy the first problem. Let me cite an example.

It is the fourth turn of the game. Blue has overrun and captured three minor countries. In the process a good portion of the Red Army has been destroyed. Blue victory is almost assured. Realizing his dilemma the red player has fallen back to a suitable defense position. There, he reluctantly awaits the Blue attack.

Blue, with victory in sight, starts his armor and infantry units towards the Red lines. Ignoring enemy local air superiority, Blue sends masses of units (all squares stacked to the twelve factor limit) against a puny force. Against twelve enemy infantry and seven armored divisions, Blue can muster twenty-four infantry and ten armored divisions. All is lost for Red.

Then suddenly from out of the sky, Red SAC and medium bombers with open bombsights attack. In two turns, because of strategic and nuclear attacks, the Blue army has suffered a defeat that it will never recover from. Now Blue brings up fighters and also builds a defensive line. Instead of a World War II action, the game disintegrates into trench warfare with air units supplying the only offensive action.

The problem is not that this can happen, but that it usually does happen. No longer can tanks break through and rampage down a highway overrunning and isolating enemy units. In fact, in Blitzkrieg, armor has no hole to exploit. When a breakthrough is made the advance units are either cut off or the hole is quickly plugged. In either case, the player must sit and attack without the possibility of breaking a line by any means save attrition. Thus armor, the main ingredient of any Blitzkrieg, has little or no role in combat and is bled away in frontal attacks. Something must be done. Easy to say, harder to do.

After careful study, I believe that I have found a solution. By proper use of one of the most integral units of a blitzkrieg one can break the line. I speak of artillery. I have made some changes in the rules of Blitzkrieg which increases the importance of this vital combat army. Once again the tanks may roll and lead the Blitzkrieg.

BREAKTHROUGH BLITZKRIEG

1. Artillery

1.1 All artillery units may fire at units two squares away. These artillery may not be adjacent to enemy units nor isolated.

1.2 At maximum range artillery units attack factor is halved.

1.3 Artillery may fire only *twice* in a turn.

1.4 Full strength artillery units have their attack factor increased by two when either attacking or defending against adjacent armored units. This bonus is lost when artillery is firing at maximum range.

1.5 Units that have been fired upon by artillery at maximum range do not have to retreat. They may if they wish to.

1.6 Artillery may not fire over intervening city, woods or mountain hexes.

2. Overrun

2.1 Only armored units totaling more than three combat factors may overrun enemy units.

2.2 To overrun, the exit hex may not contain enemy units. (it may be, however, in enemy zones of control)

2.3 It costs two movement factors extra to overrun infantry, one movement factor to overrun artillery; there is no extra cost for overrunning armored units.

2.4 There may not be more than six enemy combat factors in the square to be overrun.

2.5 In an overrun attack the rules are reversed. Thus, the unit that has been overrun must attack the armored unit.

2.6 Armor may not overrun units in woods, rivers, mountains or cities. The square of exit may not be woods, rivers, or mountains.

Discussion

These rules allow artillery to soften up enemy defenses before armored overruns. This also forces defense in depth. The chance of armor exploiting a hole is now created. The order of attack is artillery, bombardment, overrun, and then normal. It is wise to follow up an overrun attack with a normal attack on the enemy unit. Otherwise, the armored unit may be cut off and isolated.

3. Routine of Play

3.1 Blue fires any non-adjacent artillery at Red units two squares away.

3.2 Resolve Blue bombardment attacks.

3.3 Perform armored overrun of Red units.

3.4 Move all other units (including aircraft)

3.5 Red may now fire all non-adjacent artillery.

3.6 Artillery units that did not fire in step one and are not adjacent to enemy units may fire. Resolve attacks.

3.7 Resolve overrun attacks.

3.8 Resolve normal attacks.

3.9 Resolve air combat and attacks.

3.10 Red repeats steps one to eight.

3.11 Check off one turn on Time Record Sheet.

4. Replacements

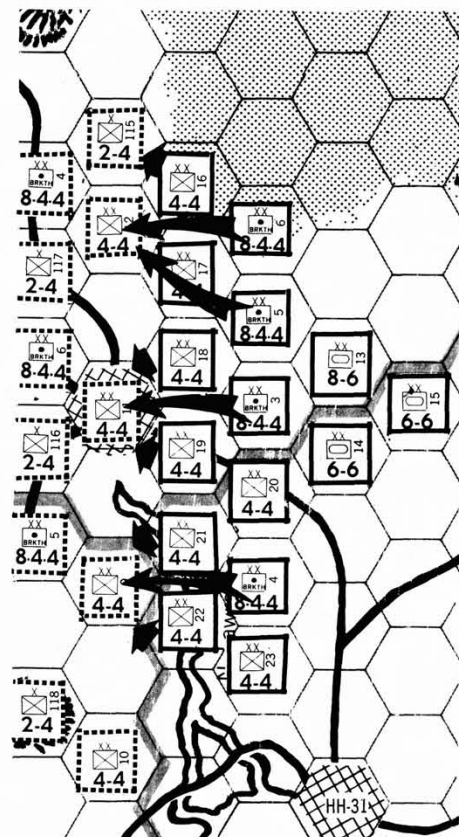
4.1 Every tenth turn (ten, twenty, thirty, etc.) each player is allowed twelve aircraft factors.

4.2 This is the only time that aircraft may be replaced.

Discussion

This rule eliminates the massive air attacks during which important factors are lost. These

factors can be regained the very next turn. By allowing replacements for air units every tenth turn, the burden of proper employment of the air arm is placed on a player. No longer may he attack, regardless of losses. He must choose his targets carefully.



Some tips on strategy

Breakthroughs can now be accomplished. At all costs, do not mass units on single squares during an advance. They will be destroyed. I have found that the best way is to stack four to six factors in a hex. This forces an attack ranging from two to four rows deep. Your crack infantry should be in the first row, the second should contain scattered artillery units with infantry in the other squares. Finally, the armor should be in the rear row.

In defense the same set-up applies. The best offensive tactics are to engage the first row of defenders with your infantry while your artillery bombards the reserves. You should hold back your armor until the infantry reaches the third row. Then execute overrun attacks. The enemy line will crumble before your eyes.

This attack can be beaten back. When using SAC and nuclear attacks always engage enemy infantry. If enough are destroyed, the enemy will probably not attack, considering that he can ill-afford armored losses. Also have your artillery constantly bombard the attackers. This will result in lower odds on the attrition table.

In conclusion, the proper employment of armor, infantry and artillery units can and will offset air superiority.

Letters — Yes, We Get Letters

Gentlemen:

We have enjoyed several of your optional & experimental rules such as INDIRECT FIRE, REAL-SPACE LOS, and IMPULSE MOVEMENT & RETURN FIRE. Of these optional and experimental rules, we found IMPULSE MOVEMENT and REAL-SPACE LOS to be the most interesting and realistic; much more so than their counterparts in the original method of play.

We fully realize that Panzerblitz in reality is only a very rough approximation to real combat, breaking true combat down into sections so that it is less confusing to the players and more readily adaptable for two persons. We also realize that "timing" may be the big difference between a good general and a great one; how one times his forces' coordination is the difference between victory and defeat. We have noticed that while using IMPULSE MOVEMENT, a timing that occurs, in our belief, from the sequence of play forces the players to become less tactical minded and more repetitive, thereby making the game less of a challenge.

We are referring to what we term "snake tactics." They come about in the following manner: Suppose you wish to force the enemy out of a strategic location, such as a town or nearby woods. In most cases, you would have to use at least as powerful a force to surround him, or enough spotters to survive his fire so that they can call in locations. But, when using IMPULSE MOVEMENT, you need only the necessary force of attack factors and ONE spotter, if you time it correctly. You merely move adjacent to the enemy in the second half of movement (i.e., in impulse gD or rD). In this manner, if he elects not to remain, which is likely knowing you get the first chance to fire, your single unit for spotting would have indirectly forced him out. In true combat, he would most likely see your unit approach, and probably destroy you instantly, realizing you would not intend to attack, but spot for your other units instead. In essence, one truck unit would be forcing the best tanks of the era to leave a town, because of the way that the game has been broken into sections from true, simultaneous combat, not from ingenious tactical maneuvers. So, to combat this, the units that had been snaked in this manner simply move to a safe spot on the first half of movement, then move back to their original conflict area the second half, thereby snaking the snaker. This may sound like a ingenious tactic, but in reality is little more than a cat and mouse game, and a dull one at that. One cannot blame the players for such tactics: the originator must try all in his power to disrupt and destroy the enemy in a key location, and the player that has the snake to him cannot be so stubborn-headed that he destroys some units to look adamant in his opponent's approach to such unreal tactics (discretion IS the better part of valor).

So, to combat this tactic that is "unfair" as well as debases the whole idea of the game, that the better tactician will win in the end, we have written into the impulse movement a built-in protector that we feel helps the game, without making it impossible to either hold or attack such a stronghold as a town or a wooded area. We feel this newly formed impulse movement chart disrupts neither the conformity or the balance of the game. Our suggested impulses are as follows:

gA — German units fire upon any ADJACENT, enemy units with eligible units (i.e., units within range, with allowed line-of-sight, etc.). Flips FIRED units.

gB — German units that have not fired or SPOTTED in gA move/execute minefield attacks.

gC — Russian fires.

gD — German returns fire with units NOT flipped. Flips over firing units.

gE — German units, that have NOT fired, move/execute Overruns.

gF — German makes Close Assaults/Flips ALL units rightside up.

Same procedure for the Russians as above with rolls reversed. The reason that gB reads "not fired OR SPOTTED" is that otherwise the same cat and mouse game would occur in reverse. The attacker would snake himself by attacking, because you merely spot for the fire in impulse gA, move to safety in gB from gC, and then move back to the original spot in gE, thereby probably destroying several of his units and not losing one. In this case, our phantom truck could hold off several tanks

with some backing and some good timing. This would most likely discourage one from attacking at all. We feel our way does not discourage attacking, just makes it slightly harder and more brain-teasing tactical wise.

Nick S. Jewett
23 Shore Dr.
Waterford, Conn. 06385

Dear Editor:

I'd like to take the opportunity to tell you how ridiculous I think your new (now old), space-saving Opponents Wanted Ads are.

First off, the price of standardizing your once colorful ads is about 35 ads per issue (the Mar-Apr 1972 issue has about 195 ads, while the May-June issue of last year holds around 159).

Now, seriously, which one of the following sounds more appealing and which one would you rather reply to? . . .

EXPERT PLAYER OF HIGH SCHOOL AGE
DESIRING PBM OPPONENTS FOR BLAH,
BLAH AND BLAH. REPLY TO SO AND SO.

or:
MY GOOSE-STEPPING WAR MACHINE WILL
DESTROY ANY AND ALL AT PBM SUCH AND
SUCH

or even:
I WILL DECIMATE, ANNIHILATE AND
UTTERLY DESTROY ANY AND ALL AT PBM
THIS AND THAT.

Another point to be made is when "The General" comes, one usually reads the O.W.A. right away (at least this is what most of my 'victims' do), just for the heck of it. Now, one can hardly read one column without dozing off.

I suggest (as have others, to no avail,) that you shorten word content and return to the old way. "The General" certainly isn't the same without those eye-catching ads from the likes of Geoff K. Burkman, Panzer Gruppe West and C.I.E.

What say?

Tom Voytovich
15177 Hill Drive
Novelty, Ohio 44072

Gentlemen:

While experimenting with games like Panzerblitz & Stalingrad here in sunny Vietnam, MACV Advisory Team No. 33 has developed a new concept in combat resolution. Instead of using one die and depending on a form of "crap-shooter" luck, we have devised a system employing a pair of dice in the following manner:

ATTACKER		DEFENDER	
Shows A:	0	1	Equals A 1
	1	0	Equals A 1
	1	1	Equals A 2
	1	2	Equals A 3
	3	3	Equals A 6
	4	3	Equals A 1

Etc., Etc., Etc.

Once the total of the two rises above 6 the results start all over again at 1 so:

4	6	Equals A 4
5	5	Equals A 4
5	2	Equals A 1
6	6	Equals A 6

Etc., Etc., Etc.

In order to indicate a zero the player does not expose his die but instead shows a closed fist (or numbers could be written on slips of paper). Mathematically one number probably has a better chance of coming up than the other 5 (we haven't calculated the odds), but the whole point is to out-think your opponent and force the total you require. In short, you attempt to pair up numbers to equal a desired total. If two zeros are shown the opponents must repeat the process or they may declare the engagement to be drawn with units remaining in contact, etc. The system has added to the enjoyment of our games, especially Stalingrad. For now, bold operations can be attempted without depending on luck! Hope you like the idea. Happy Wargaming!

CPT. John Robert Finch
095-38-4419
MACV Advisory Team No. 33
APO San Francisco, Cal. 96297
Ban Me Thuot, RVN

Dear Sir,

I have recently subscribed to your Bi-Monthly paper "The General." I have received (most promptly) the Jan-Feb & Mar-Apr '72 editions and am eagerly awaiting the May-June issue. In the Mar-Apr copy you printed an article by one of your "Old Guard" who I guess has gone astray.

I too claim to be one of the "Old Guard," having purchased almost everyone of your games to come on the market. The only war games not in my possession now are your most current ones "Origins" & "France 40" which I plan to purchase in the near future.

Now, down to the nitty-gritty. I completely disagree with every written word in this article by Mr. Devender. I believe he asks for too much from your paper. Basically your paper is to help improve on game play, which I think everyone can benefit from. Maybe he is a brain and doesn't need this. Good for him. I suggest he move on to other worlds to conquer. He also states you use "The General" for a house organ for selling your products. So what. Personally I think you should keep your readers informed of new games. In the Mar-Apr edition you use the lower left corner to advertise "France 40." I guess in Mr. Devender's mind this is not right and propaganda in the extreme.

Enough sounding off on my part, but I believe Avalon Hill Company has a good and unique thing going, and when I see a minority opinion of this sort it upsets me.

One last word. If you check your subscription department in a few weeks, you will see I have requested a copy of every available issue of "The General." As I hope you can see, I am a firm believer in "The General" and AH products as a whole.

Sgt. Gerald C. Nelson (DPMR)
FR556-68-2835
1141st USAF Sp Acty Sq (Hq Comd. USAF)
APO New York 09131

Dear Sirs:

The true situation of any battle cannot be duplicated exactly by any board game as both players know the exact location of their opponent's pieces. Games such as BISMARCK and MIDWAY come close to duplicating the uncertainty of the enemy's pieces. My proposal to give this uncertainty to the regular board games needs three people and two games. An area that screens the two opponents from each other is also needed.

The game is played in the usual way, with the only difference being that the two players use different boards and they operate through the third person. The job this person has is easy with the simpler games, but can be quite trying with

THE GENERAL

the larger and more complex games. He must look on while the players move their units and tell them when they pass through their opponent's zones of control. It is a good idea if the "Middleman" has the grid coordinates of the respective pieces written down so he does not have to constantly refer back to the other player's board.

For Play-by-Mail, the length of this system precludes it's use. An idea that might work, though, is to have all three people playing the same game and each act as the middleman for one of the three cases. The steps to follow using this proposal are:

1) A player moves his units and writes his move down showing all squares passed through and in what order the units were moved.

2) The middleman then checks a list of the grid coordinates to see whether or not any contact has been made. He then writes the player and tells him the results.

3) The player then writes his opponent and gives him the final positions of his units and the combat in the normal way.

4) The second player then repeats steps 1 through 3.

The purpose for this method of playing is to teach the players to watch their flanks and to scout with light forces to locate the main body of the enemy. This method also permits the amassing of strong forces in secret, so the element of surprise which is also lost to board games may be had.

Air reconnaissance for the various games may be computed. But as the availability of such information is scarce, I suggest just ignoring it unless you feel it is an absolute necessity.

James C. Foster
Box 7057
Flagstaff, Arizona 86001

Dear Sir,

I write this letter in regard to a subject that is widely neglected — the complicity of your games. One phrase sums it up completely — they're too hard!

Although I've always considered myself to have at least some intelligence, I was completely baffled when I opened the lid of your game, WATERLOO. I must say that I've never seen such a conglomeration of numbers and little cardboard pieces in my life! To this day I can't figure out just what one is supposed to use the dice for!

If anyone understands your games, I would appreciate a letter of instruction.

Pat Carroll
433 N School St.
Lodi, CA 95240

Contest No. 50

In this, our golden anniversary issue, we are turning the publication of the GENERAL over to you. Contest No. 50 is not a question of strategic or tactical placements. Rather, it is our answer to those who feel that the GENERAL is ignoring the dictates of its subscribers. The GENERAL's new editor has expressed a desire to mold the magazine's format in accordance with the reader's wishes. So here's your chance to determine the GENERAL's publishing policy in the year ahead!

To complete the contest entry simply fill in the survey as instructed. The ten entries who make the most constructive suggestions for improving the GENERAL will be determined the winners. The verdict of our panel of judges is final. Contest deadline is August 20th, 1972. Entries not stating choice for best article will be voided.

1. Would you prefer to see one large feature article in each issue at the cost of losing a few of the smaller articles? () yes () no

2. The amount of accompanying illustration in the GENERAL is: () Sufficient () Insufficient () too much

3. Do you want the "GOLDEN PEN" method of repeating articles from other magazines continued? () yes () no

4. Which form of Opponents Wanted Listing do you prefer?

- () present format
() allow any 35 word message
() other (specify) _____

5. What percentage of article types would you like to see in each issue?

- (a) Variants %
(b) History %
(c) Strategies %

6. Place an "X" next to any feature of the GENERAL which you wish discontinued.

- () Contests
() Discount Coupon
() Question Box
() Opponents Wanted Listings
() General Diplomacy

7. In the field of wargaming periodicals I would rate the GENERAL _____.

8. Answer in 25 words or less. The one thing I would do to improve the GENERAL is: _____

(Headline of this issue's "Best Article") _____

Name _____

Street Address _____

City _____

State _____ Zip _____

BLITZKRIEG:

Q. If Blue units are on G13 and G15, may Red units at sea still pass through G14 to get to the beaches further east?

A. Yes — because units at sea cannot be attacked — thus, there is no zone of control in pure sea hexes.

Q. When using the nuclear rule, may 4 bombers attack to make sure that one of them gets through to deliver the bomb?

A. NO!!! This would violate the "one bomb" per turn philosophy of the rule.

Q. May paratroops be flown out of a city with no supply capacity? Similarly, may troops land at a port with no supply capacity?

A. No.

BISMARCK:

Q. In night battle are the carriers allowed to launch attacks?

A. No; the 5 and 6 results on the chance table are ignored during night turns.

The Question Box

KRIEGSPIEL:

Q. Does the defender surrender his units before or after the result of combat is known if he wants them to become prisoners rather than risk their elimination?

A. Before.

Q. When battle odds are 2:1 or greater and the unit is surrounded with no escape route, can the defender still select any defense card?

A. Yes, but if he chooses A or B, he is naturally eliminated after the combat. However, the attacker is still subject to losses sustained in the attack.

D-DAY:

Q. May Allied reinforcements land on a coastal square which is in a German unit's ZOC?

A. Yes, but it may go no further. It must stop and attack.

FRANCE, 1940:

Q. Are units allowed to move again after their combat phase, and if so, do they use their full movement allowance?

A. No. Units can only be moved again in the same turn during the mechanized movement phase and even then, only mechanized units can do so.

Q. May air units fly more than one type of mission during a given turn?

A. No.

Q. What happens to an air unit which is forced to retreat or counterattack when it is attacked by enemy ground forces?

A. It is eliminated.

Q. Suppose that the air unit is away on a mission when the ground support element is attacked and forced to retreat? Does the air unit end its mission and retreat immediately, or is it eliminated instead?

A. It may perform its current mission but is then eliminated.

MIDWAY:

Q. If a single T1 attacks a ship with no screening AA fire which is defended only by 1 surplus fighter, are the odds 1-1, or 1-2?

A. 1-2.

ANZIO:

Q. Must an invasion be made on the first turn?

A. Yes, an invasion must be made at Salerno on Sept. 11, 1943, unless you are playing the Game III Optional Invasion Rule in which case an invasion still must be made somewhere.

Q. When using the Coastal Commands Rule, where do the units leave from and enter?

A. Ligurian forces at A13; Adriatic at Y6.

Q. Assuming that the Allied player attacks the Rome beachhead and occupies the city of Rome on that very same turn, does the German player retain his increased air superiority attack ratio for the remainder of that turn, or does he lose it right away?

A. The German maintains the advantage for the remainder of that turn, losing its advantages on the very next turn.

Q. Does an isolated unit lose its ability to attack as is the case in Afrika Korps, or can it still function normally until it is either restored to supplies or eliminated?

A. It functions normally until eliminated.

Q. If a unit begins a turn adjacent to a high appenine side, can the unit cross the high appenine side and continue normal movement?

A. Yes, if it exits that hex through a hex side which is non-high appenine.

Q. Must a beach square contain a port in order to allow Allied units to withdraw out to sea after attacking enemy units?

A. No — see: "Allied Amphibious Transfer," option b.

1914:

Q. Can units be withdrawn by sea from a non-port square, if the units cannot amphibious assault?

A. Yes, but they lose 1 step in doing so.

Q. Can lone EB units retreat before combat?

A. No.

Q. If not, are they automatically eliminated?

A. Yes.

Q. Can Belgian units use French railroads within the French transport limit?

A. No.

Q. Can units move from MM41 to MM40 and then directly to MM39?

A. No!!!! This would force units to cross into Switzerland which is not allowed.

Q. Can units move from a river square to a swamp square or vice versa (such as W24 to X24) without losing one movement factor?

A. No.

LUFTWAFFE:

Q. Are shuttle raiders still considered to be "shuttle" aircraft while using Russia as their home base?

A. No — as long as the planes start from and return to the same Russian "R" line they are not considered shuttle raiders; and thus the ability to shuttle cannot be lost if they are eliminated.

Q. In the Basic Game can close escort fighters take off from Italy and pick up Baltic Sea sneak raiders and provide close escort?

A. No — Fighters providing close escort must start behind the R Line on top of the bombers they protect.

Q. There appear to be two different versions of the rule booklet. Which one is to be used in case of disputes?

A. The rules of play manual with the white arrow below the introduction is the 2nd edition and should be used in case disputes arise between the two. The one with blue arrow is an older version which has been discarded.

Q. If an American fighter is flying back to the recovery line for lack of fuel, may it fire back if attacked by German air units?

A. No.

Q. If attacked by two different groups of fighters in the same turn may bombers fire back each time or only once (for example — first a group of Me109's and then Ju88's attack — both from the same square but utilizing separate die rolls).

A. Bombers may return fire only once; the German player decides which of the two types will absorb the resulting losses. Any extra losses being carried over to the other group of attacking fighters.

JUTLAND:

Q. Could you explain further the relationship between the Zeppelin visibility and the reduced visibility die roll?

A. Instead of rolling for Zeppelin visibility, simply use the reduced visibility roll. Visibility of 30,000 yards would be required for the Zeppelin to search the two squares he passed through. Over 40,000 yards would be necessary in order to call out adjacent search areas as well.

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1.) Include a stamped, self-addressed envelope. The letters that include one are answered first. Those that do not are answered last; as a result, these letters get back to you at least a week later.

2.) If your question refers to a specific situation, please include a diagram of the situation. It takes a good deal of time to answer the letter otherwise, which will delay your reply.

3.) We wish we could answer technical questions and do research for you, but the large amount of mail we receive prohibits this. We will be glad to answer questions on the play of the game, but we cannot, unfortunately, answer those on technical or historical points nor can we research data for those of you designing your own games.

4.) Keep orders and other mail separate from questions. Separating the items of your letters into different departments takes time and delays your reply.

The convention date cited last issue for the SICL's LA convention has been changed to August 5th and 6th. The Capitol Con previously scheduled for that date has been cancelled. Those interested should address their questions to Russell Powell at his 5820 John Ave., Long Beach, Calif. address.

Also scheduled for the same weekend is a smaller gathering at the St. Cloud Civic Center. An Avalon Hill wargame tournament will be the feature attraction both days. Other info is available upon request from Thomas Kaeter, 129 6th Ave., Waite Park, Minn. 56387.

Fans of the old television series STAR TREK will be happy to learn that a STAR TREK BATTLE MANUAL now exists. The brainchild of Sgt. Lou Zocchi, this 30 pp. booklet provides the experienced wargamer with everything he needs to be able to reenact engagements of the Starship ENTERPRISE with Klingon and Romulon adversaries. Amply illustrated, the manual can be obtained directly from the Sarge at his 388 Montana, Victorville, Calif. 92392 abode for \$3.00.

SPECIAL OFFER to subscribers: every once in a while we like to cut our readers in on a good deal — more or less as a reward for their loyalty through the years. Thus, we offer the following items to subscribers only, at a 50% discount. Each item originally sold for \$1 and under the terms of this special offer is now available for only 50 cents. The items are:

KRIEGSPIEL PBM PAD
Blank unit counter sheets
Volume 4, No. 1 of the GENERAL
Volume 7, No. 2 of the GENERAL

Be sure to add the 50 cents postage and handling charge. Direct all orders to Avalon Hill, 4517 Harford Rd., Baltimore, Md. 21211 — Attn: Parts Dept.

Our Question and Answer Department has announced that it will no longer reply to individuals who neglect to include a stamped, self-addressed envelope with their inquiries. Your chances of getting a reply are also infinitely better if you include a diagram to cover your situation, rather than listing grid co-ordinates. Readers are reminded that our answering service does not go into the why's of a game's rules and thus questions on game designs cannot be answered.

In an effort to avoid duplication of effort and infringement of copyrights we ask that all those readers submitting articles to the GENERAL not forward copies of their manuscripts to other magazines. When we receive an article it should be understood that the article is intended for our exclusive use.

Avalon Hill's warehouse personnel recently accomplished a Herculean feat by moving the company stock down the street to our new spacious facilities at 1501 Guilford Ave. in downtown Baltimore. The uproar caused by the move naturally put a crimp in our shipping department and as a result we have had to backorder many items.

Infiltrators Report

Many interesting developments are arising from the Lowry premises in Evansville, Indiana. Subscribers to PANZERFAUST magazine were pleasantly surprised by that journal's most recent issue as a marked physical improvement accompanied Lowry's takeover of the magazine. Also in conjunction with PANZERFAUST, Lowry has published a booklet entitled "An Introduction to Wargaming." The title speaks for itself as to the contents of this 20 pp. offset booklet. A well done and helpful aide to the newly initiated members of the wargaming population. Last, but by no means least, is the third in Lowry's series of Wargamer's Guidebooks. This time the topic is our BATTLE OF THE BULGE game. Edited by Don Greenwood, this 50 pp. offset booklet should be a boon to anyone trying to enhance his powers of persuasion over a BULGE board. Available for \$2.00 from Panzerfaust Publications, P.O. Box 1123, Evansville, Ind. 47713.

Other periodicals which draw occasional raves from our design staff include Donald Featherstone's WARGAMER'S NEWSLETTER. Now in its 125th issue, this English publication outdates even the GENERAL in point of service. Although dealing solely in military history and wargaming with miniatures, the NEWSLETTER is still worthy of note and those interested may find out more by investing an overseas stamp and addressing it to 69 Hill Lane, Southampton, Hampshire, England, SO1 5AD.

The newest and far from the least impressive wargame magazine on the market is the San Diego-centered CONFLICT magazine. Their first issue included a "tear-out" game and die-cut counters dealing with the 1940 campaign in France and entitled 'Guerre a Outrance.' Highly professional, this magazine displayed an immense amount of worthwhile material in its very first issue. Copies are obtainable for \$2.00 from: Simulations Design Corporation, Box 19096, San Diego, Calif. 92119.

The following games have been discontinued and are no longer available from Avalon Hill: U-BOAT, BASEBALL STRATEGY, FOOTBALL STRATEGY, BISMARCK, CHOICE, JOURNEYS OF ST. PAUL, YEAR OF THE LORD, TACTICS II, ANZIO, and GUADALCANAL. Game collectors will undoubtedly be searching for these titles in years to come so we suggest that you order the two latter titles while we still have them in stock. Once our limited supply is exhausted there will be no more.

Leading the literary vote getters for the second straight issue was George Phillies for his "Stalin-grad — the Middle Game." Maintaining his perfect record (George's articles have never missed a first place finish in the GENERAL) was not easy this time as David Kimberly posted a strong challenge with his "Time to Invade Holland" article to take second place. Other top vote getters were William B. Searight for "Tobrukh"; SSgt. Lou Zocchi for "Debate on LUFTWAFFE"; and Ian L. Strauss for his "PANZERBLITZ DOUBLE ATTACK." Free games went to all of the above gents.

CONTEST NO. 49, besides being an introduction to AH's newest release, FRANCE 40, was a study in the efficient use of available materials. The German player had pushed a long, narrow salient into the French line that had to be contained and eliminated. However, the French player also had to align his units in such a fashion as to minimize the German reaction attack with the same units that participated in the assault. Below you will find the Battle Chart, along with the contest diagram showing first phase troop movement, which best fulfills both of the objectives in the opinion of our judges.

Note especially that the attack on the GD unit at (6-1) completes isolation of the other German units which allows the ssV to be engaged by the 4/ARM division at (3-1) instead of (1-1). Elimination of the ssV is assured if the ssLAH unit is also attacked before the ssV unit is attacked. The French should have no difficulty destroying all of the German units attacked. Placement of the units as indicated on the diagram and proper placement of screening motorized units should leave the German with only a (1-1) and a (1-2) attack possibilities on his next turn.

BATTLE CHART

UNIT	ATTACKER	ODDS	ORDER OF RESOLUTION
1	—	—	—
5	—	—	—
10	—	—	—
33	—	—	—
GD	1	6-1	1
ssV-	4	3-1	5
ssLAH	2	6-1	2
I/1	101	A.V.	4
65	1,2,3,4/c	3-1	6
47	3	6-1	3



Fifteen readers hit Contest No. 49 on the nose with perfect responses, forcing a drawing for the 10 winners. Those surviving the luck of the draw were: Jack Morell, Rochester, N.Y.; Jeff Franklin, Duluth, Minn.; Mike Pecken, Wilmette, Ill.; Wm. Groover, Cyprus, Cal.; Dave Barney, Long Beach, Cal.; John Bailey, College Park, Md.; Mathew Mikulich, Concord, Calif.; Joe Meyer, Monterey, Calif.; David Minke, Minneapolis, Minn.; and Lonny Alger, Griffith, Ind.

